

Big League Dreams Sports Park - Las Vegas

2025 Season 1 Thursday Mens A West

Home team sits on third base side. *Denotes Doubleheader

Date	Time	Replica	Home Team	Score		Away Team	Score
1/2/2025	6:00	Crosley	Brew Crew 1	8	vs	Balls Deep 1	14
	6:00	Dodger	HD Hitters 2	14	vs	LineDawgs 1	16
	7:00	Dodger	Brew Crew 2	8	vs	LineDawgs 2	19
1/9/2025	6:00	Fenway	The Grumps 1	10	vs	HD Hitters 2	16
	8:00	Dodger	Local 525 1	15	vs	Balls Deep 1	14
	8:00	Fenway	LineDawgs 2	11	vs	Fabtech/IGM 2	19
1/16/2025	6:00	Wrigley	The Grumps 1	12	vs	Fabtech/IGM 2	19
	6:00	Angel	Local 525 1	19	vs	HD Hitters 2	18
	8:00	Angel	Balls Deep 1	9	vs	LineDawgs 2	24
1/23- All remaining fees are due tonight - 11 players + 1 coach minimum							
1/23/2025	7:00	Dodger	HD Hitters 2*	16	vs	Local 525 1*	5
	8:00	Dodger	Local 525 1*	12	vs	LineDawgs 2*	7
	8:00	Wrigley	Fabtech/IGM 2*	13	vs	The Grumps 1*	8
	9:00	Fenway	Balls Deep 1*	19	vs	LineDawgs 2*	19
	9:00	Yankee	HD Hitters 2*	10	vs	Fabtech/IGM 2*	1
	10:00	Wrigley	Balls Deep 1*	6	vs	The Grumps 1*	27
1/30- Rosters are frozen after tonight, only players with their names on the signed roster are eligible for playoffs. Please check carefully as changes will not be made for omissions.							
1/30/2025	8:00	Yankee	Fabtech/IGM 2		vs	Local 525 1	
	8:00	Angel	Balls Deep 1		vs	HD Hitters 2	
	9:00	Fenway	LineDawgs 2		vs	The Grumps 1	
2/6/2025	6:00	Fenway	LineDawgs 2		vs	HD Hitters 2	
	7:00	Angel	The Grumps 1*		vs	Local 525 1*	
	8:00	Yankee	Fabtech/IGM 2*		vs	Balls Deep 1*	
	8:00	Angel	Local 525 1*		vs	The Grumps 1*	
	9:00	Yankee	Fabtech/IGM 2*		vs	Balls Deep 1*	
2/13/2025	6:00	Wrigley	LineDawgs 2		vs	Fabtech/IGM 2	
	8:00	Fenway	Balls Deep 1		vs	Local 525 1	
	8:00	Yankee	The Grumps 1		vs	HD Hitters 2	
2/20/2025	8:00	Yankee	#1 Seed		vs	#4 Seed	
	8:00	Angel	#2 Seed		vs	#3 Seed	
	9:00	Angel	Championship		vs		

Playoffs for this division will be on 2/20/2025.

Sign your team up by 2/27/25 to guarantee your team's spot for next season

Schedules are updated weekly on our website at LasVegas.BigLeagueDreams.com

Schedules are subject to change